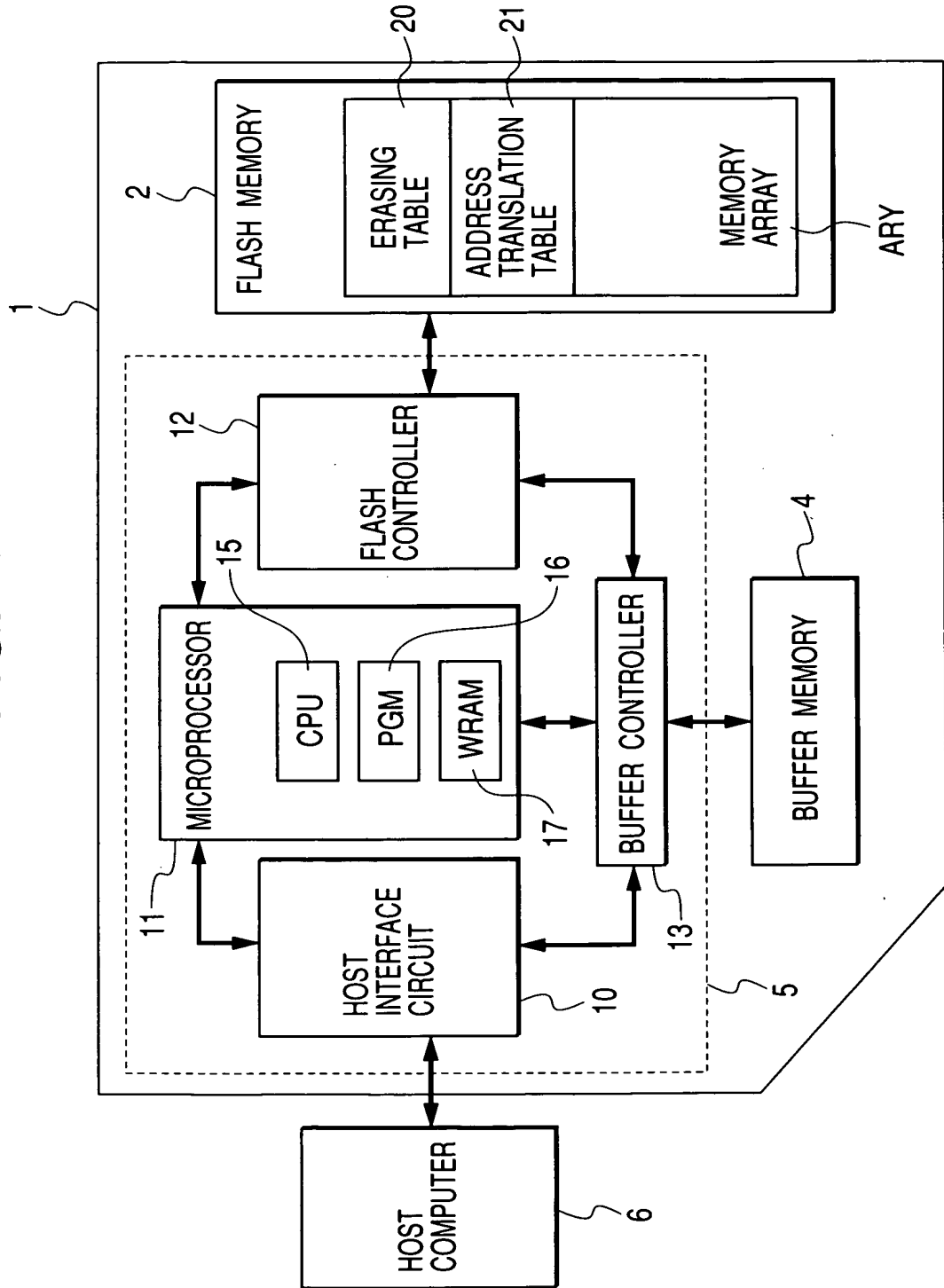


FIG. 1



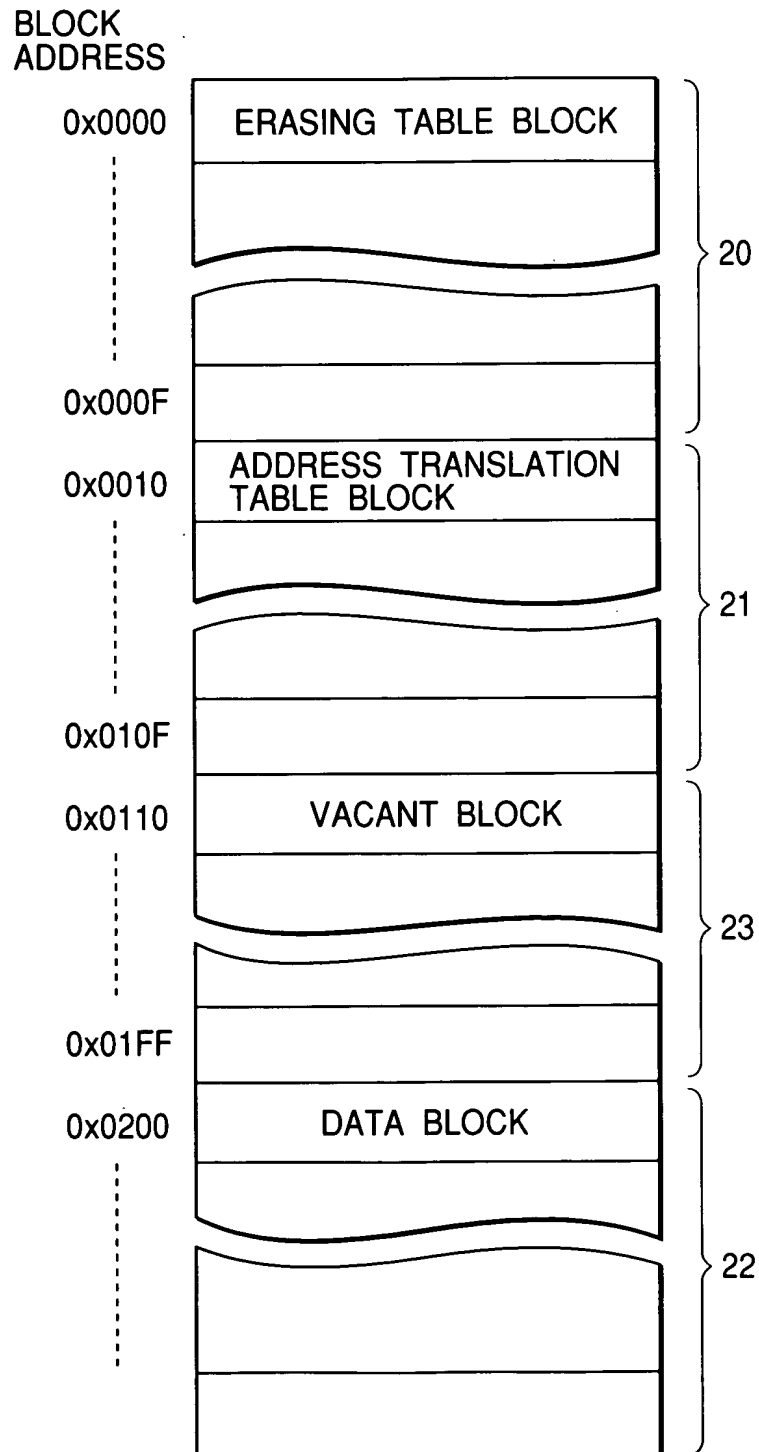
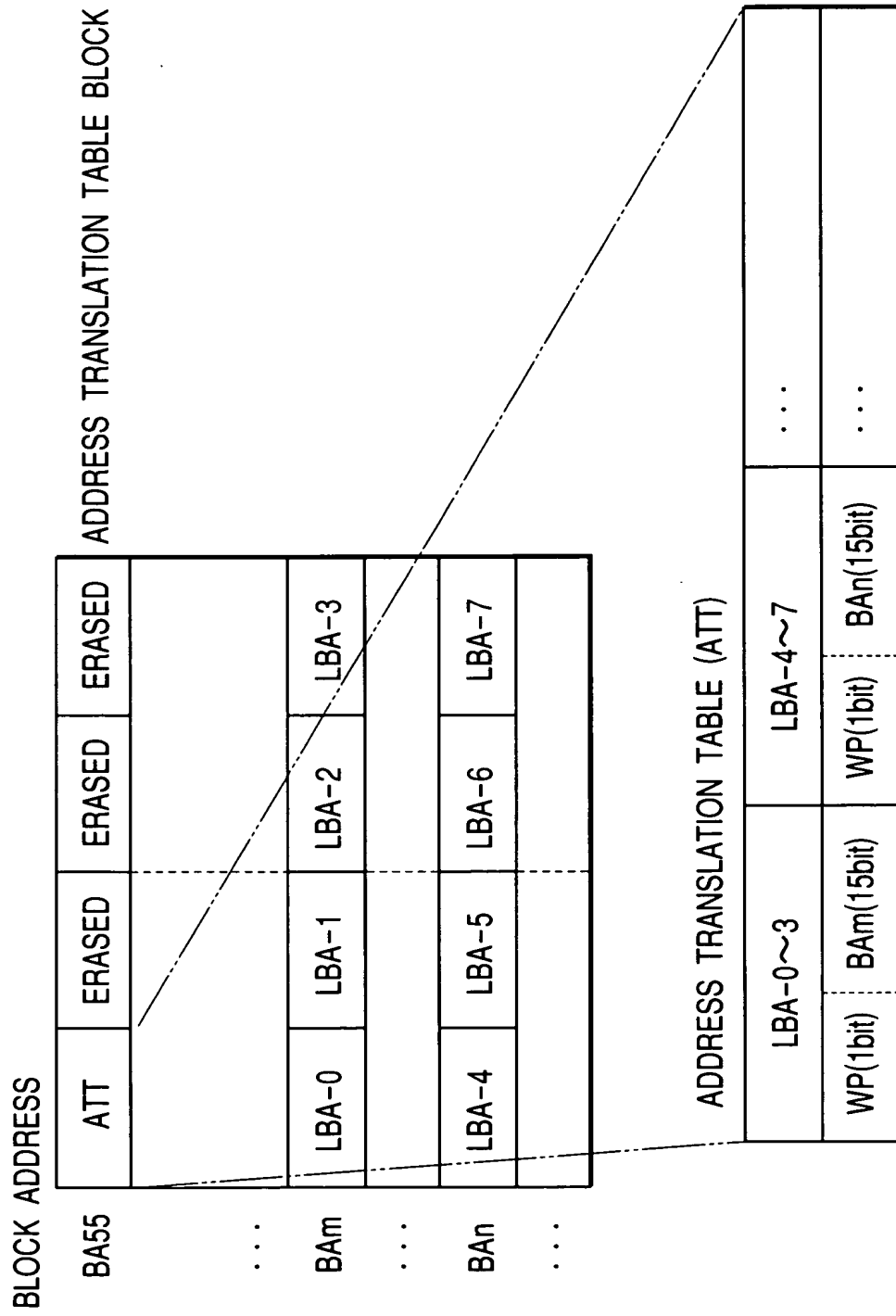
**FIG. 2**

FIG. 3





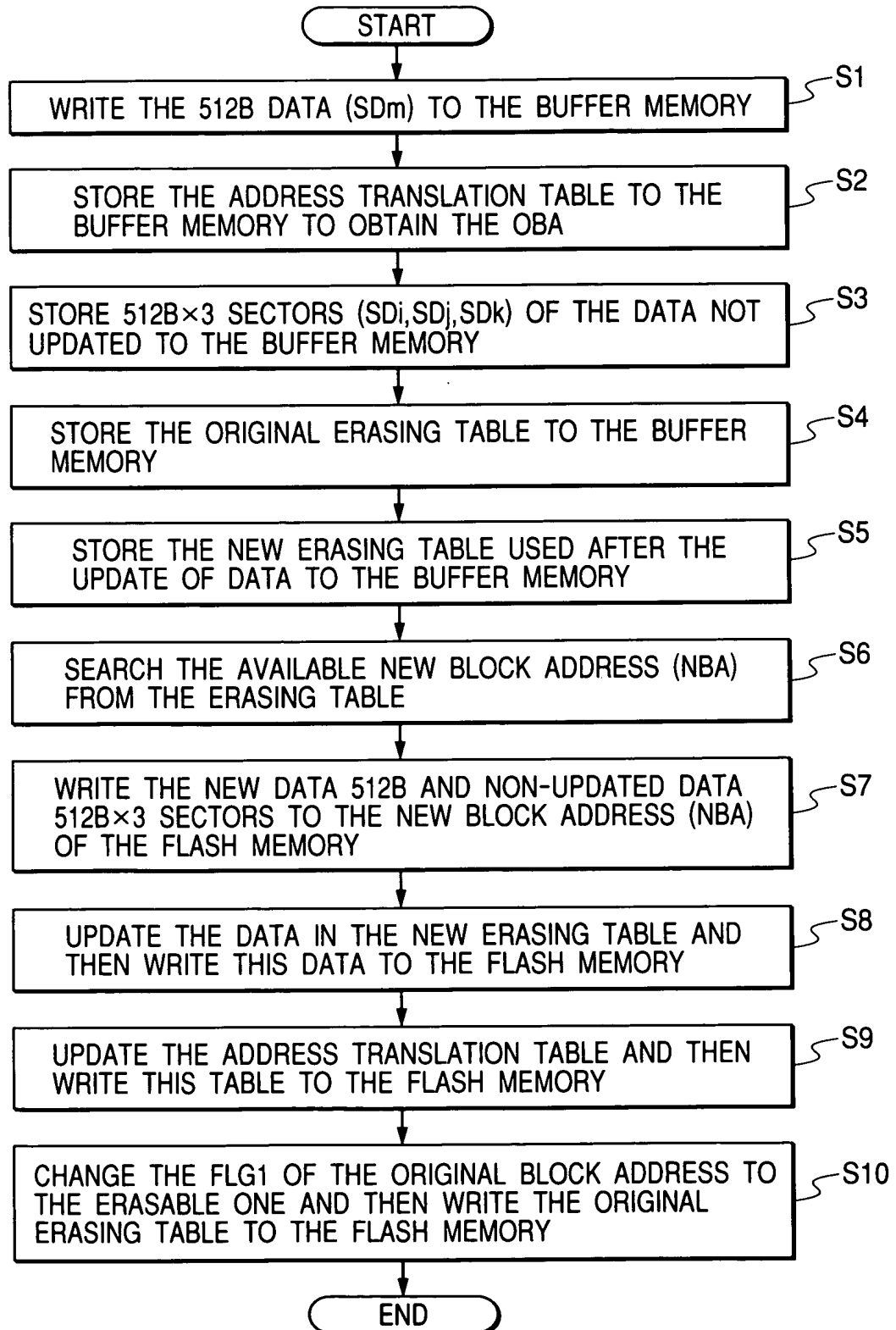
**FIG. 5**

FIG. 6

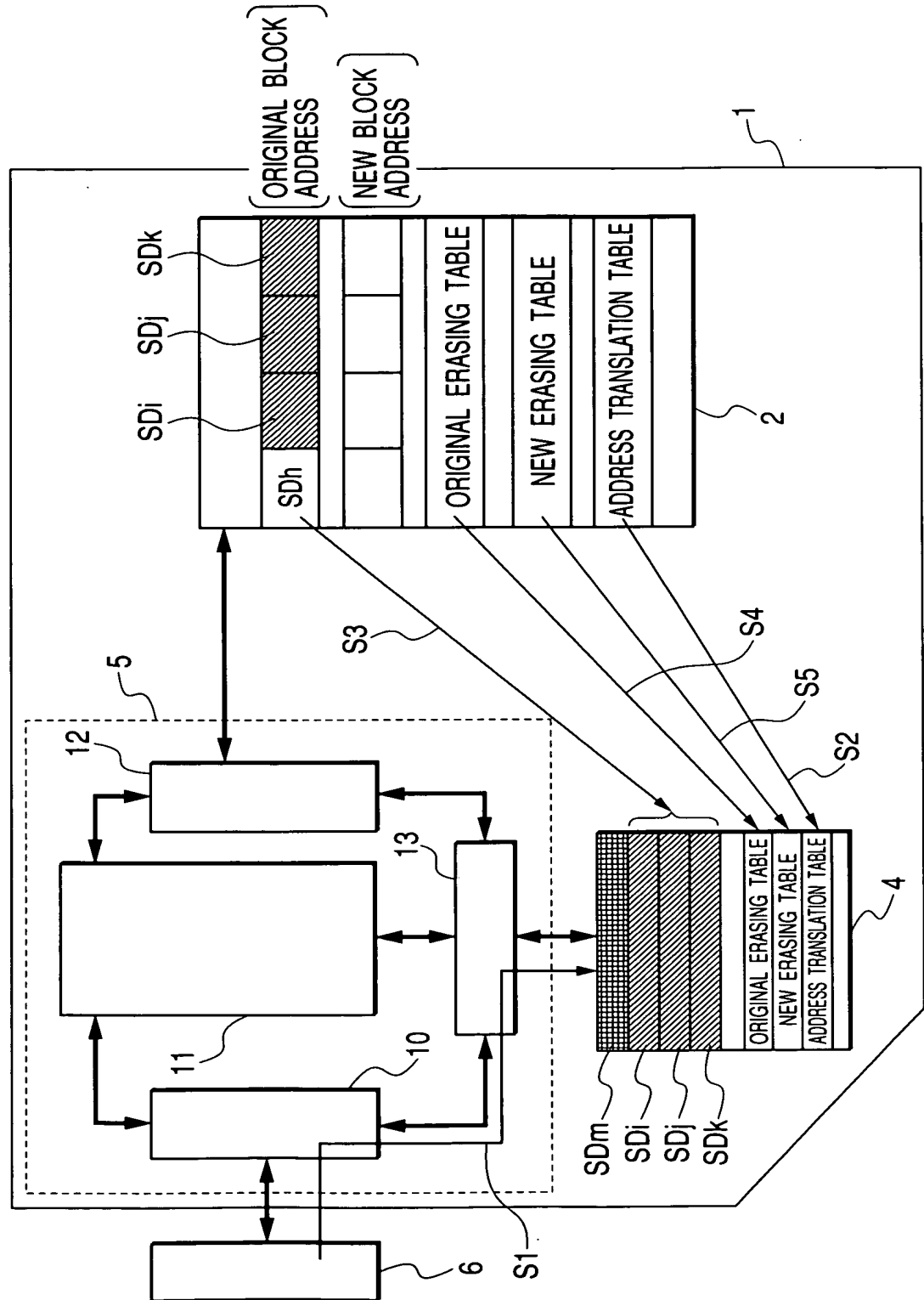
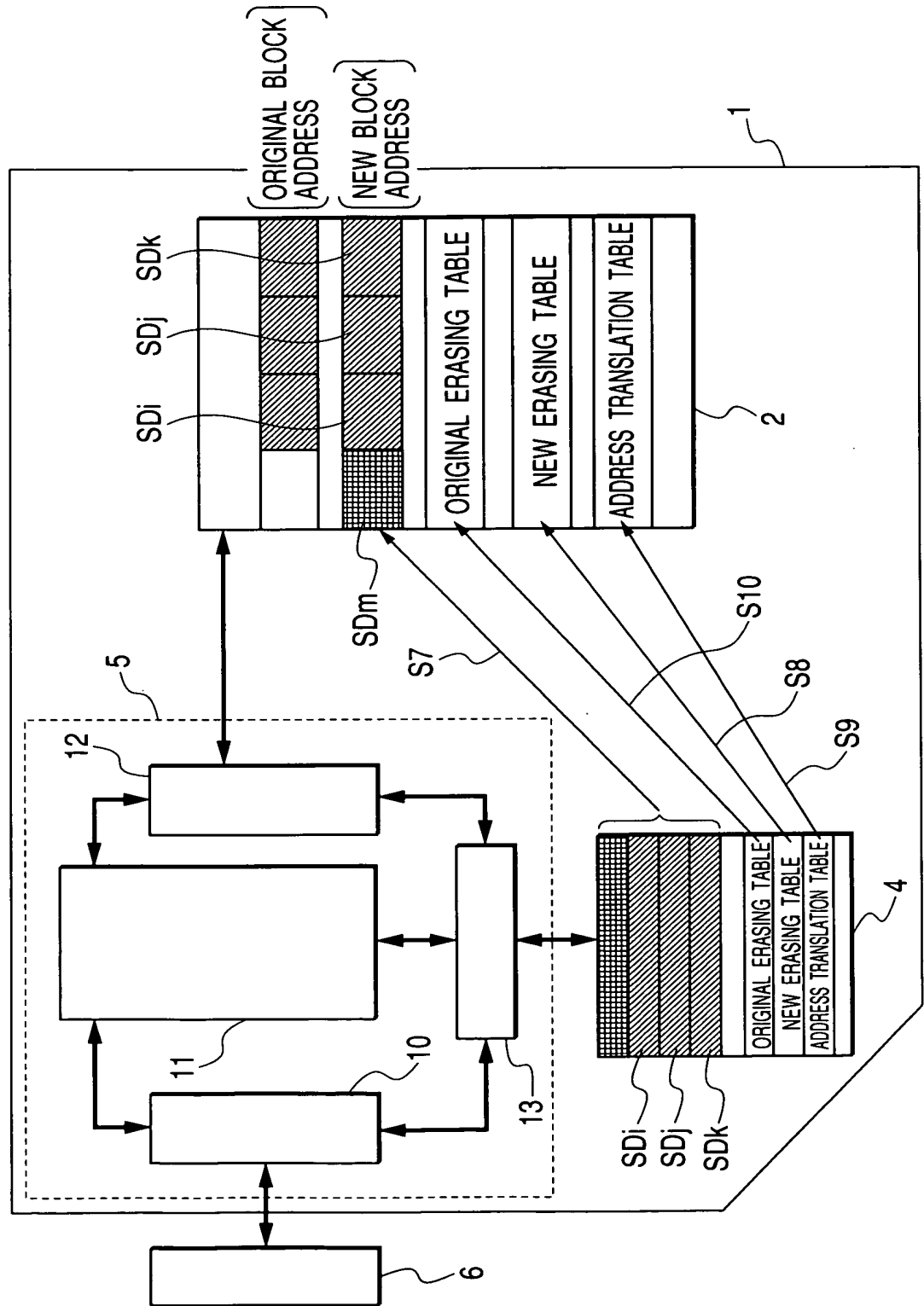


FIG. 7



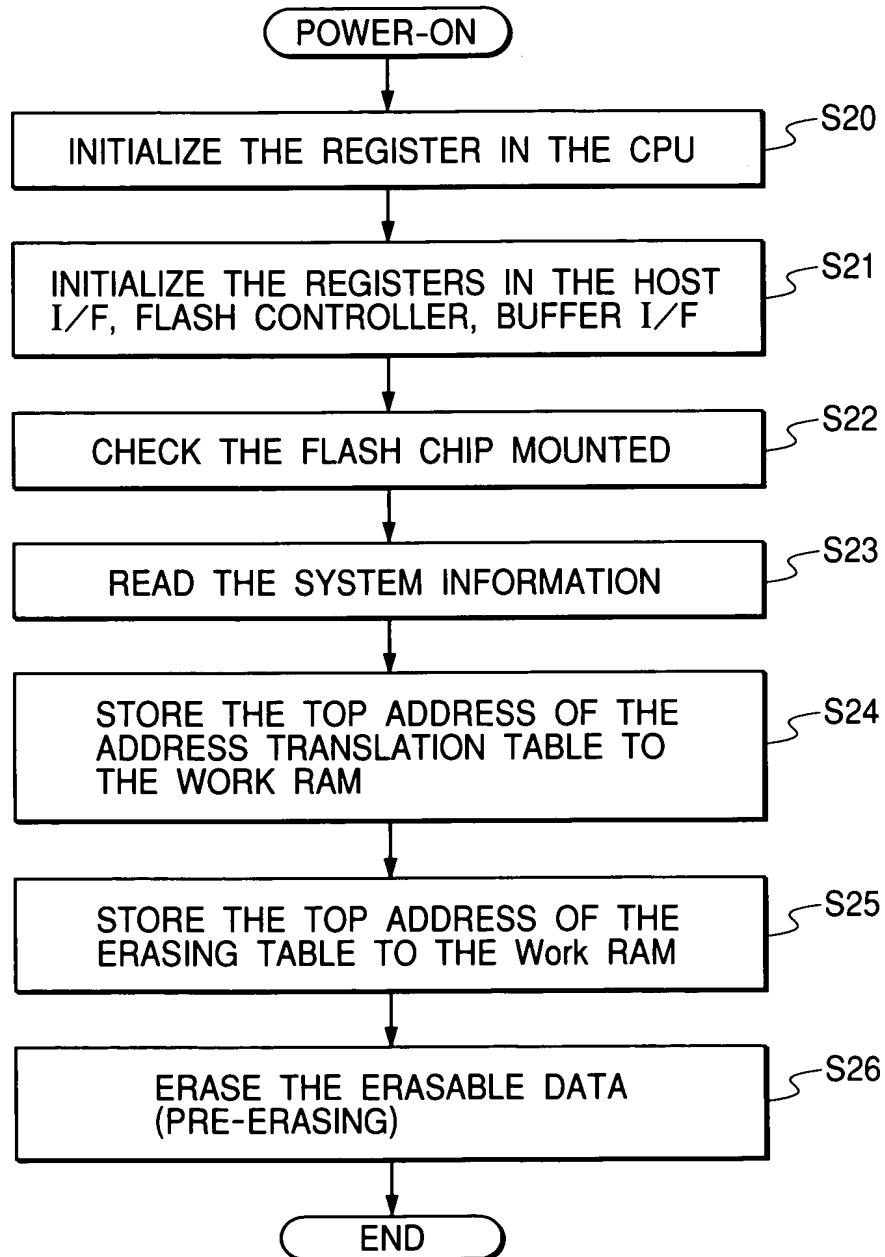
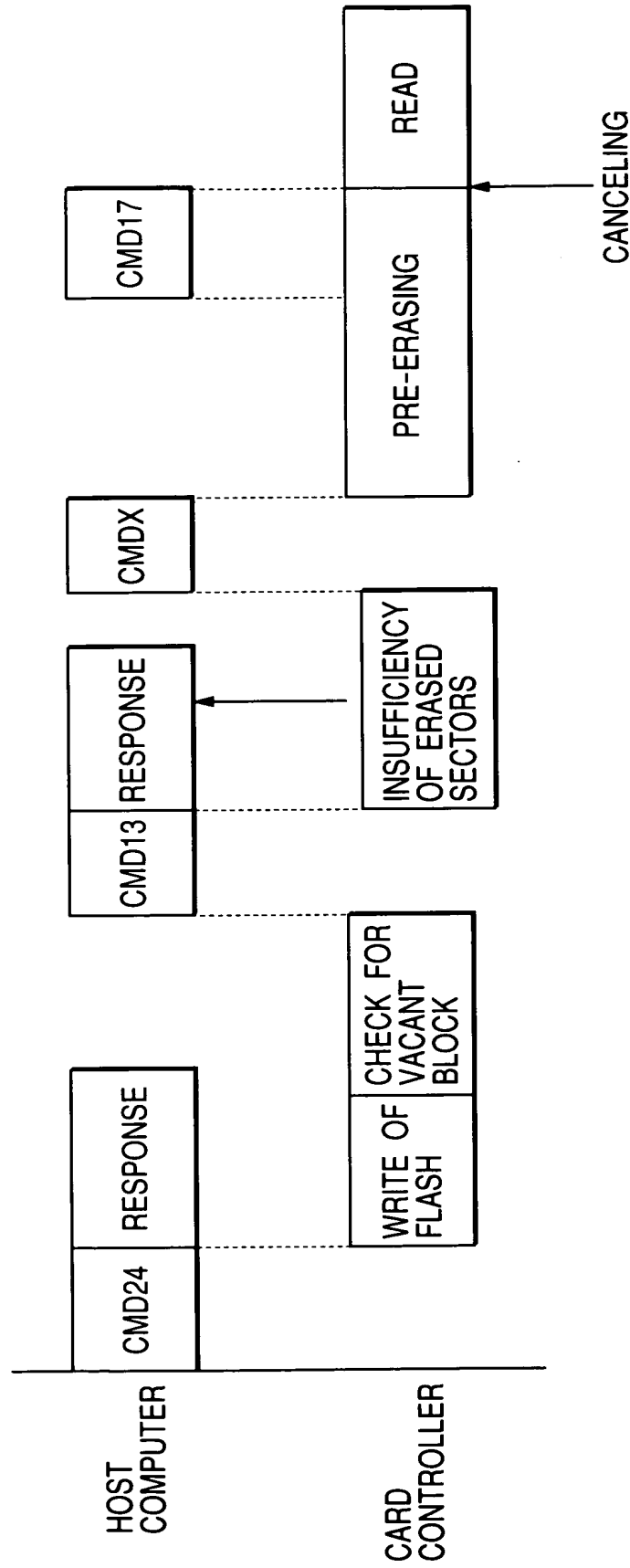
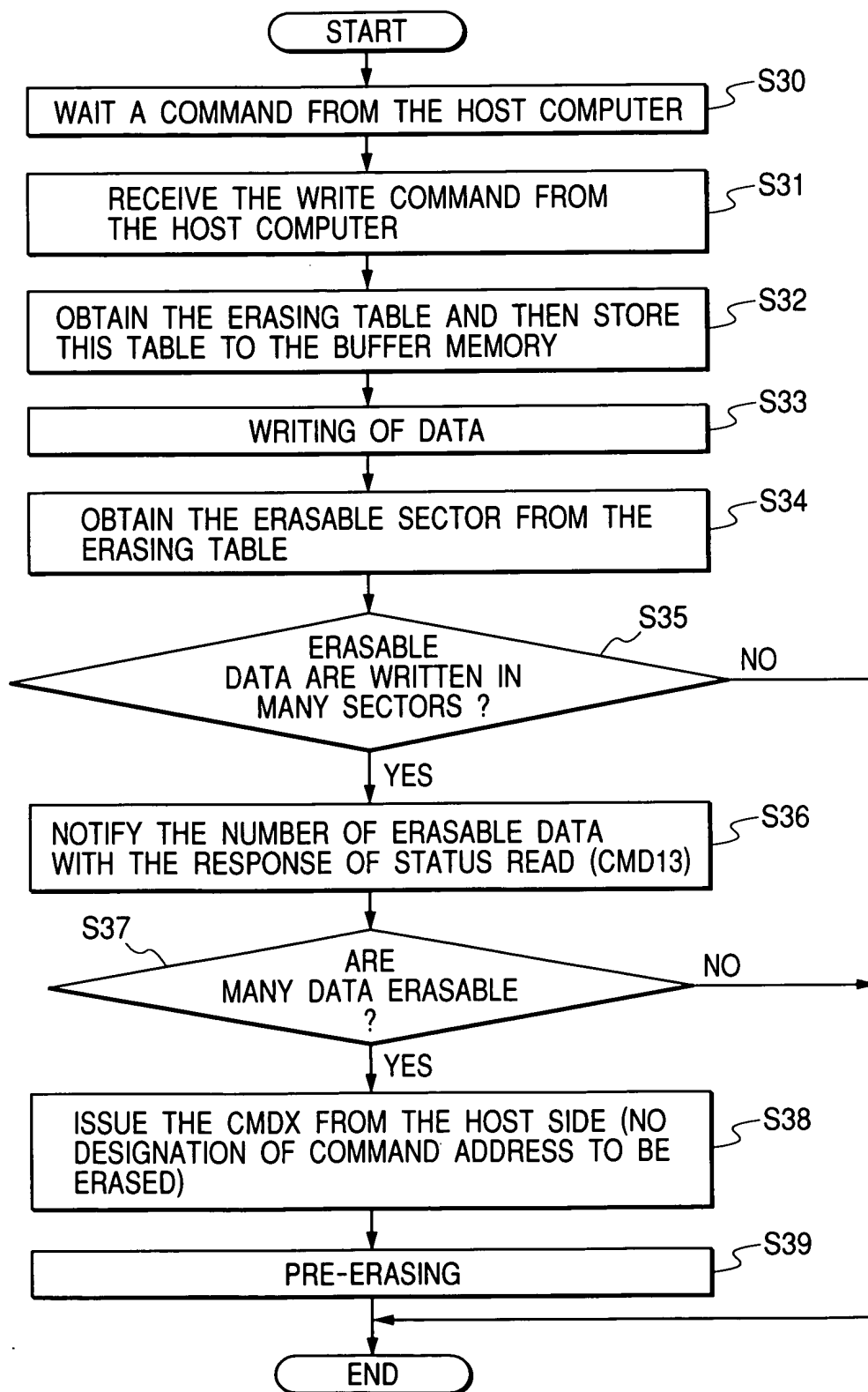
**FIG. 8**



FIG. 9



**FIG. 10**

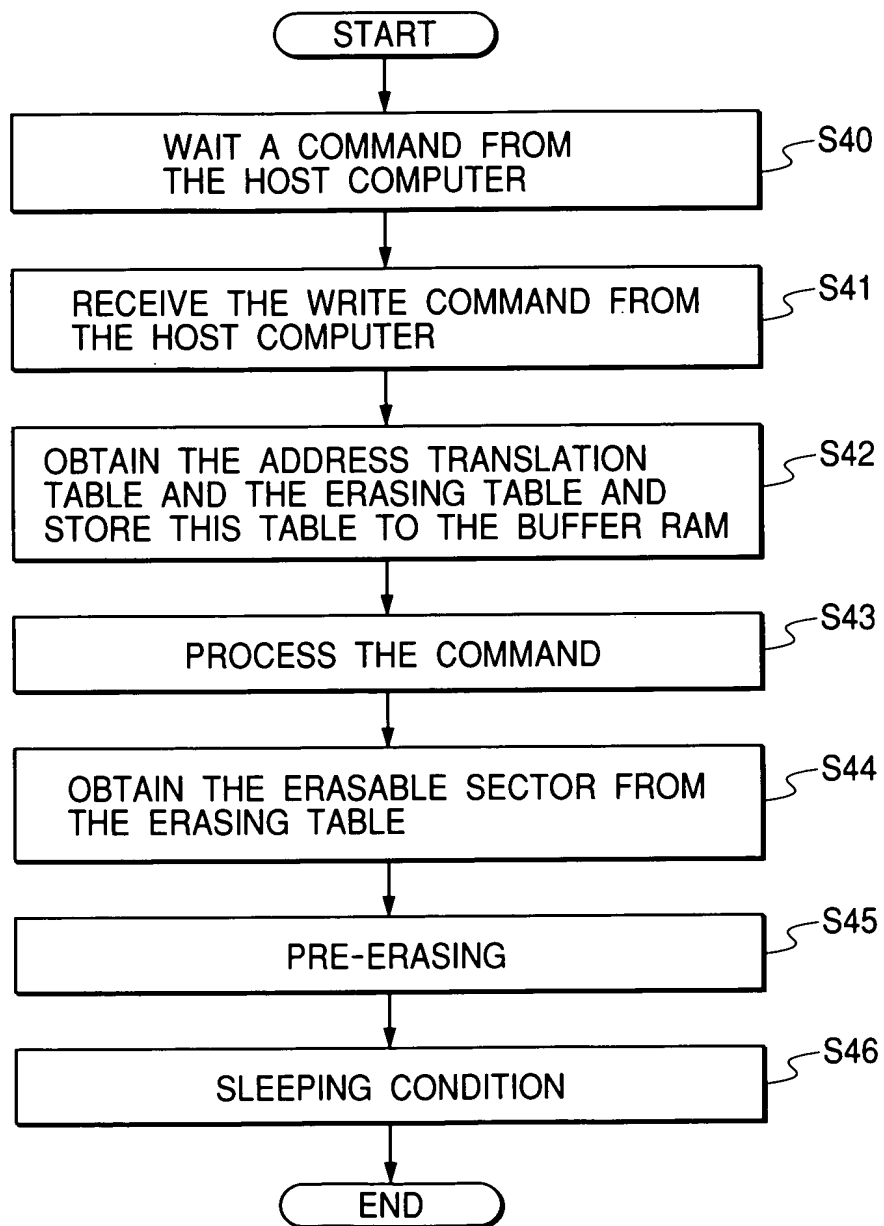
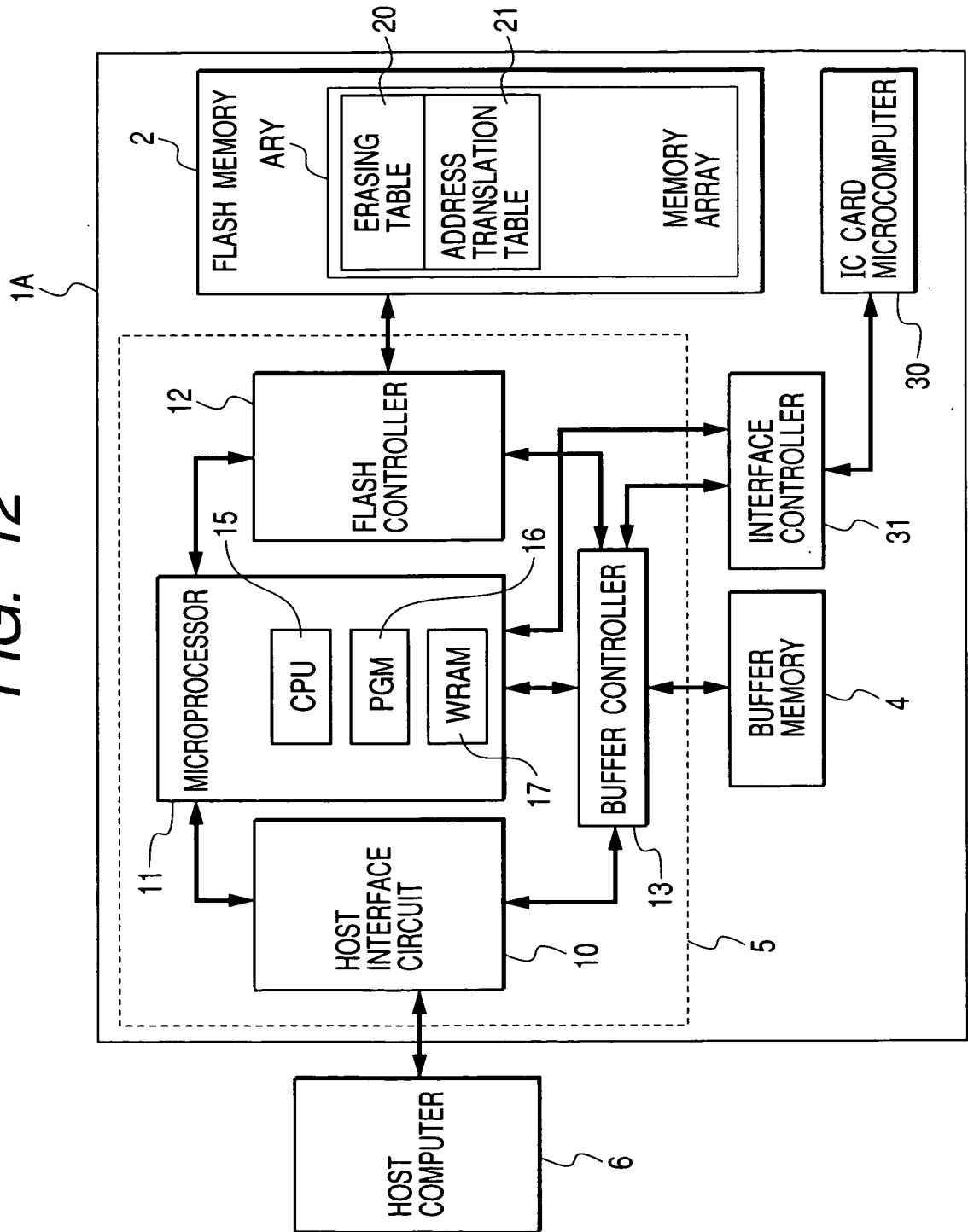
*FIG. 11*

FIG. 12



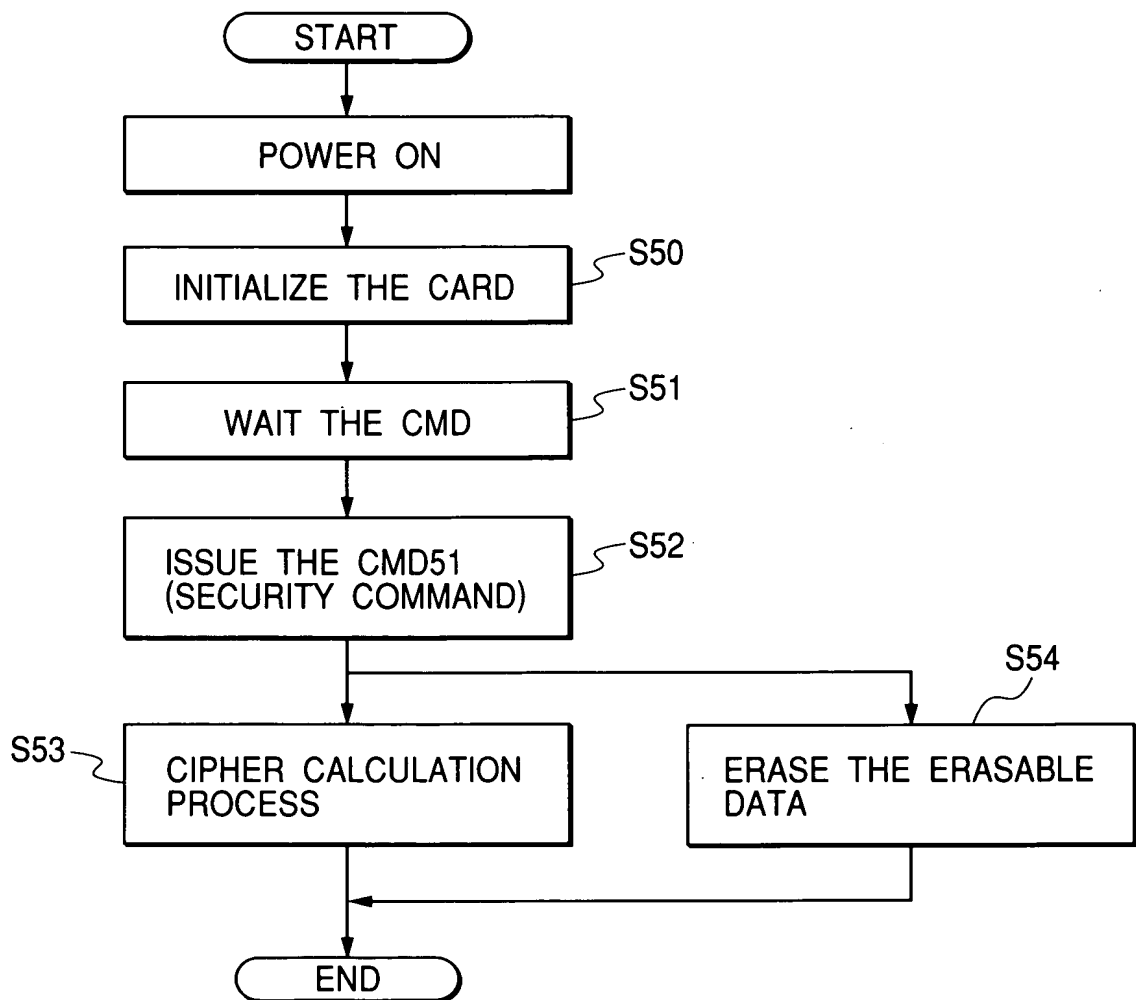
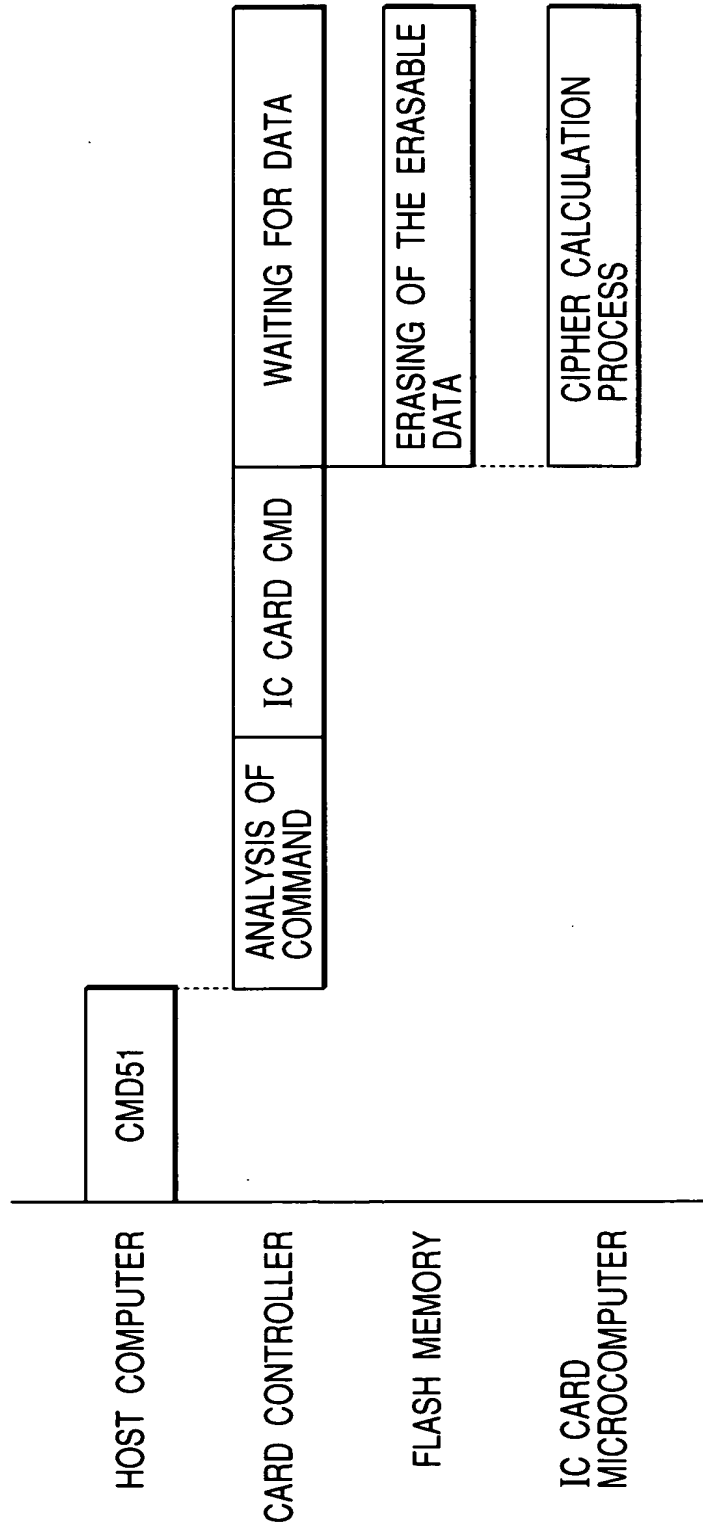
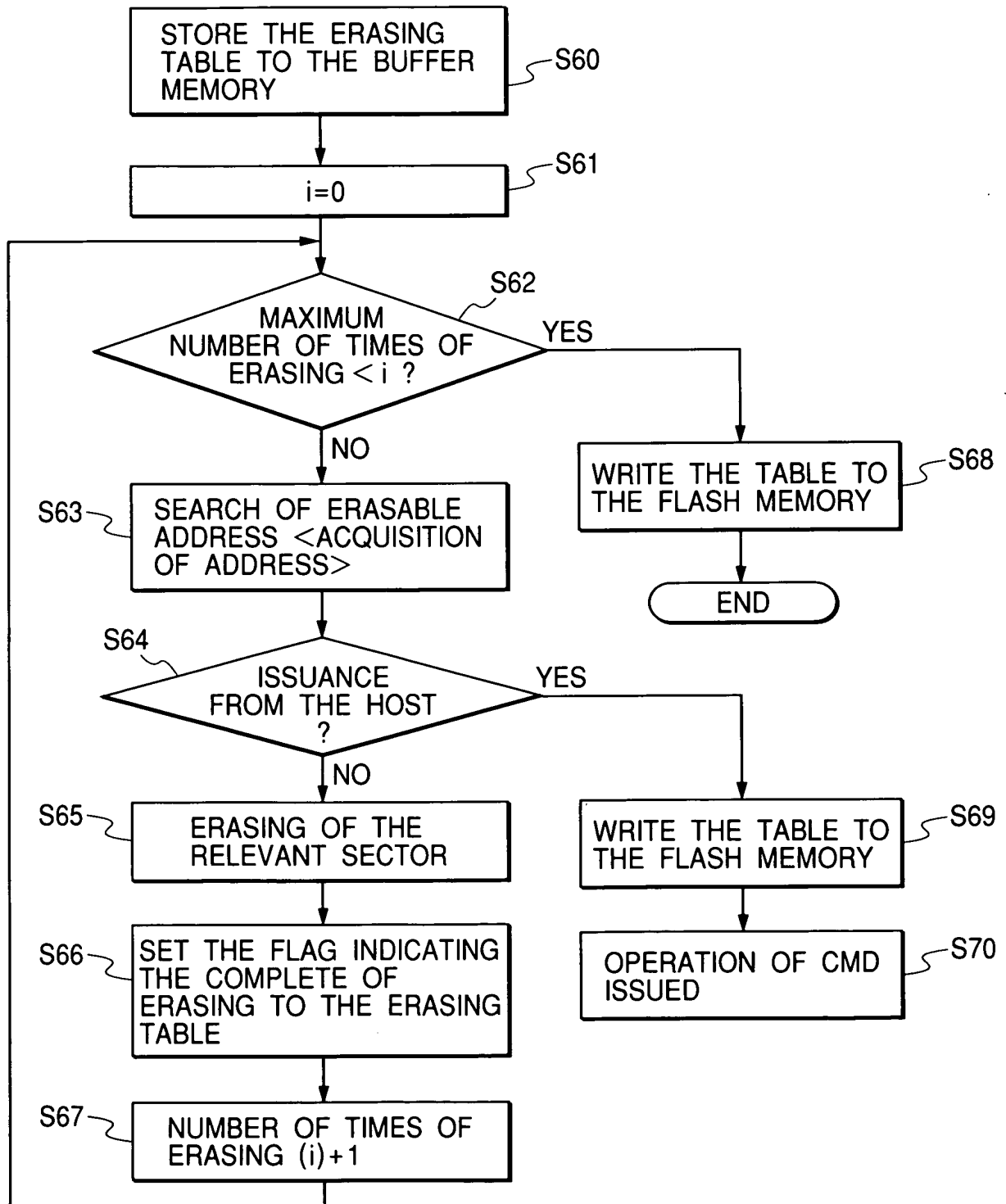
**FIG. 13**

FIG. 14



**FIG. 15**

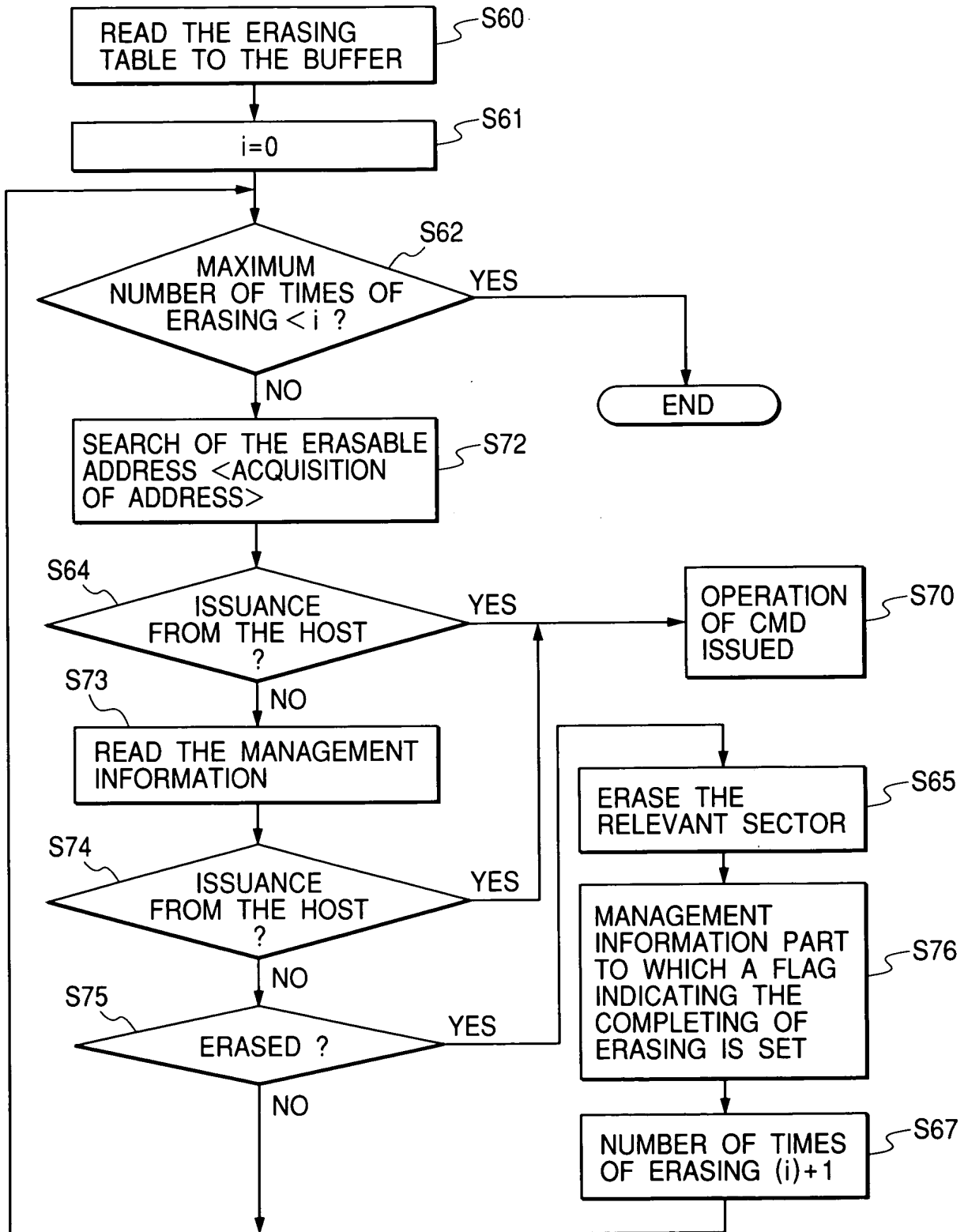
**FIG. 16**

PHYSICAL ADD	FLASH MEMORY	40	FLG1
0	ERASED (USABLE)	1	1
1	ERASABLE (NOT YET ERASED)	0	1
2	PHYSICAL ADDRESS 1 (NON-ERASABLE)	0	0
3	ERASABLE (NOT YET ERASED)	0	1
4	PHYSICAL ADDRESS 0 (NON-ERASABLE)	0	0
5	ERASABLE (NOT YET ERASED)	0	1
⋮	⋮	⋮	⋮
	ERASING TABLE		
	⋮		
	ADDRESS TRANSLATION TABLE		
	⋮		

FLG2



FIG. 17



**FIG. 18**